Test project: **Collapse game**

# Description

Definition of the game mechanic from Wikipedia: The classic *Collapse!* game is played on a board of twelve columns by fifteen rows. Randomly colored blocks fill the board, rising from below. By clicking on a group of 3 or more blocks of the same color, the whole group disappears in a collapse and any blocks stacked above fall down to fill in the vacant spaces. If a whole column is cleared, the elements slide to the center of the field. If one or more blocks rise beyond the top row of the board, the game is lost. If the player manages to survive a specified number of lines without losing, they win the level and are awarded points for successful completion. (<https://en.wikipedia.org/wiki/Collapse>!)

# What we ask you to do

* Art could be any from open-sourced ones or without art at all (just colored blocks)
* Game flow follows these steps
  + Game starts with “Start” button
  + Gameplay (mechanics is described below in “Description” section)
  + Game end with "Fail” message if player failed, or “Win” if player wins
* Game features
  + “Bomb” feature - If player hits group of 10 or more blocks